## Where do the probabilities come from?

- Probabilities come from:
- Experts
- Data


## Learning probabilities - the simplest case

Observe tosses of thumbtack: $n_{0}$ instances of Heads $=$ false $n_{1}$ instances of Heads $=$ true
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- empirical frequency overfits to the data.


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- We have a web site where people rate restaurants with 1 to 5 stars.
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- Only restaurants with few ratings have an average rating of 5 .
- Solution: add some "average" ratings for each restaurant!


## Bayesian Learning


aispace: http://artint.info/code/aispace/beta.xml

- Probablity_of_Heads is a random variable representing the probability of heads.
- Range is $\{0.0,0.1,0.2, \ldots, 0.9,1.0\}$ or interval $[0,1]$.
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- Toss\#i is independent of Toss\#j (for $i \neq j$ ) given Probablity_of_Heads
- i.i.d. or independent and identically distributed.


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- What do we do with new help pages?
- How can we transfer the language model to a new help system?

